

ABSTRACT

A video game system includes an output screen, a video game controller, video game software, and an interactive video game controller adapter. The video game controller has control buttons for inputting commands to manipulate images output to the screen. The video game software interfaces between the video game controller and the screen. The interactive video game controller adapter is attached to the video game controller and is shaped to represent the unique characteristics of a particular video game. The adapter has input controls shaped to simulate the real-life activity emulated by the video game. The appropriate control buttons of the video game controller are activated when the corresponding input controls of the adapter are activated.